ENEMY: Skeleton

Enemy: Skeleton	AttackAction	MeleeWeapon	FollowBehavior	MoveActorAction	WanderBehavior	Actor: Unkindled	Souls	Map

Enemy: Skeleton → AttackAction: targetActorInRange()

AttackAction ⤏ Enemy: Skeleton: targetActorInRange: True

Enemy: Skeleton → MeleeWeapon: getWeapon()

MeleeWeapon ⤏ Enemy: Skeleton: Weapon:weapon

Option — If random number (0, 1) = 1

Enemy: Skeleton → MeleeWeapon: getActiveSkill()

Enemy: Skeleton → FollowBehavior: Check if Skeleton able to move to Player

FollowBehavior ⤏ Enemy: Skeleton: Able to move to Player

Alternative — If Skeleton able to move to Player

Enemy: Skeleton → MoveActorAction: execute()

else

Enemy: Skeleton → WanderBehavior: getAction()

WanderBehavior → AttackAction: execute()

Option — [!Skeleton.isConscious()]

AttackAction: hasRevived: False

Alternative — Skeleton revives

Option — random(0,1) = 1

AttackAction: heal(max_hit_points)

else

Enemy: Skeleton → Souls: noSouls = get_souls()

Souls → Actor: Unkindled: increaseSouls(noSouls)

message: Skeleton is killed

Enemy: Skeleton → Map: removeActor(Skeleton)